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E. H. RICHTER.

GAME APPARATUS.

APPLICATION FILED MAY 8, 1905.

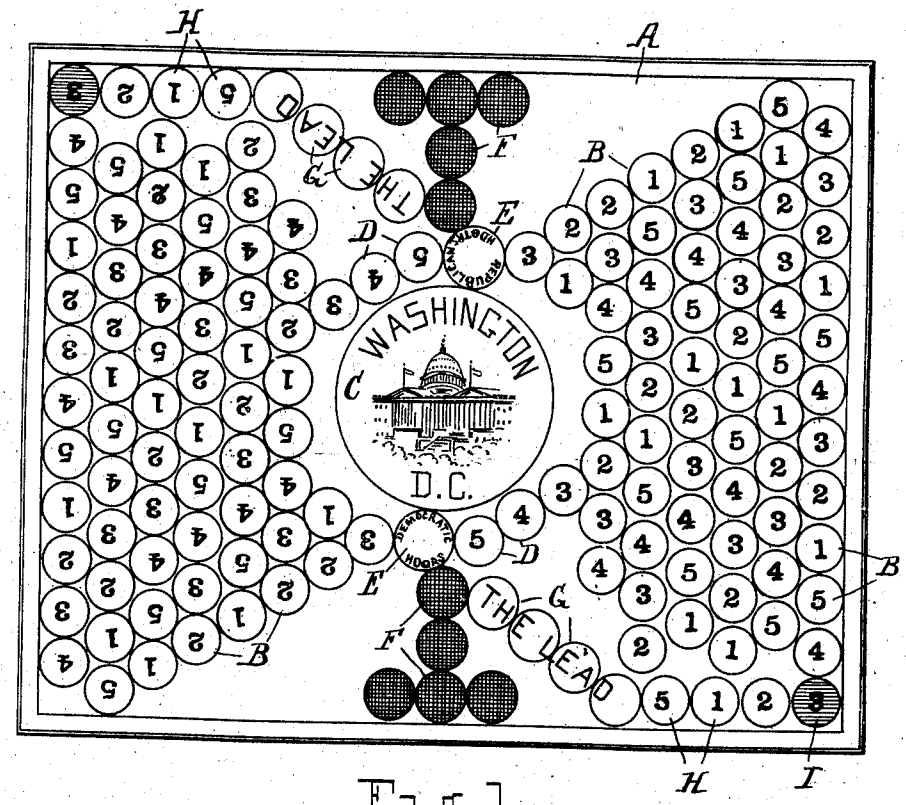


Fig. 1.

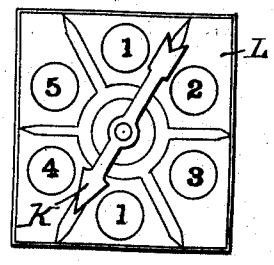


Fig. 2.

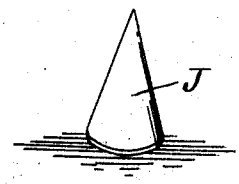


Fig. 3.

Witnesses:
O. B. Baenziger.
I. G. Howlett.

Inventor
Eugene H. Richter.
By His Attorneys
E. W. Wheeler & Co.

THE NORRIS PETERS CO., WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

EUGENE H. RICHTER, OF CHICAGO, ILLINOIS.

GAME APPARATUS.

No. 846,509. Specification of Letters Patent. Patented March 12, 1907.

Application filed May 8, 1905. Serial No. 259,295.

To all whom it may concern:

Be it known that I, EUGENE H. RICHTER, a citizen of the United States, residing at Chicago, in the county of Cook, State of Illinois, have invented certain new and useful Improvements in Game Apparatus; and I do declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same, reference being had to the accompanying drawings, and to the letters and figures of reference marked thereon, which form a part of this specification.

This invention relates to a game device adapted for playing a game entitled "Politics," and consists in the construction and arrangement of parts hereinafter fully set forth, and pointed out particularly in the claims.

The object of the invention is to provide a game device upon which a game can be played by two players, said players representing the Republican and Democratic candidates for the Presidency, the arrangement being such as to provide for the movement of the electors of the two candidates over the game-board through the opponent's headquarters and finally into Washington, the player whose five electors arrive first at Washington winning the game.

The above object is attained by the association and arrangement of parts illustrated in the accompanying drawing, in which—

Figure 1 is a plan view of a game-board arranged in accordance with the invention. Fig. 2 is a plan view of a rotatable pointer used by the players in determining the moves to be made by the men or electors. Fig. 3 is a perspective view of one of the movable men representing the electors of the candidates or players.

The game is played upon a suitable game-board A, having upon each side of the center thereof a plurality of circles B, arranged contiguously and numbered from "1" to "5," inclusive. In the center of the board is a large circle C, in which is a picture representing the Capitol at Washington. Connecting the circles B on the opposite sides of the center of the board is a row of circles D, passing on opposite sides of the central circle C and including therein a relatively large circle E, representing the headquarters of the opposing candidates or players.

Arranged in opposed relation upon the board in the form of a letter **T** are five black circles F, on which the five electors of each player are placed at the beginning of the game. Leading from each group of black circles F upon the board, representing the starting stations of the players, is a row of circles G, bearing the words "The lead," indicating the direction which the electors of the players must take at the starting of a game. Communicating with the rows of circles G are the marginal rows of circles H, each row terminating in a blue-colored circle I, located in the corner of the board, over which the men or electors of the players must first travel before entering upon the other circles upon the board.

In playing the game the players or candidates first place their five electors (indicated at J in Fig. 3) upon the five black circles F. The players will then alternately spin the pointer K on the block L until said pointer stops on No. 5, when the player may move one elector onto the first circle to the right of the lead-circles bearing that number. A player is permitted to move his men the number of circles corresponding to the number on the block on which the pointer stops, provided the number on the circle corresponds with the number on which the pointer rests.

At the starting of the game the men of both players must pass over their respective lead-circles and thence over the marginal circles H and over the corner circles I before entering on the circles on the body of the board. Hence each player must revolve the pointer until it stops five times on No. 5 before he can get his men over the lead-circles G. After the first man has been placed upon the circle 5 at the right of the lead-circles, upon the next turn of the player he may move said man along the marginal circles a distance equal in number of circles to the number indicated by the pointer. For instance, should a player have one of his men on No. 5 and should the pointer upon the next play of said player stop on No. 5 the player may move his man from circle No. 5 of the circles H to circle No. 5 of the circles B, which, as will be seen, is five circles distant and which corresponds with the numeral five (5) on which the pointer stopped. After any of the men of a player shall have passed the blue circles I at the corner of the board said man may be moved upon the circles B in any direction desired, provided the move is made

in accordance with the rules of the game which require that the number on the circle upon which a man is moved shall correspond with the number on which the pointer stops. A player is required to move his men if he can and is sometimes obliged to move them backward instead of forward.

It is necessary for each player to move his men through the headquarters of the opposing player and then through his own headquarters into Washington or the central circle C, and the player who first accomplishes that result wins the game.

After a player has succeeded in passing his men through the headquarters of his opponent he cannot move them back on the circle representing said headquarters nor over said circle. If either player is unable to move because of the fact that the pointer does not stop on a number which enables him to do so, he loses that play.

After all of the men or electors of a player shall have passed over the lead-circles the one nearest to the starting-point must go back and start over when it is impossible for said player or candidate to move any of his men. After four of the electors or men of a player shall have reached the central circle C no further penalty will be exacted for not being able to move save the loss of the move. No man or elector of either player can jump over another one, and no two are allowed to stop on the same circle, and no man or elector can be passed over the same circle twice in any one move.

Having thus fully set forth my invention, what I claim as new, and desire to secure by Letters Patent, is—

1. A game apparatus, comprising a board having a terminal-station and a starting-station, said board also having upon its face play-spaces all of which are provided with recurring series of sequence-indicating characters, and a play-indicating device provided with the same series of characters.

2. A game apparatus, consisting of a board having a terminal-station, opposed starting-stations and two opposed groups of play-spaces each provided with recurring series of sequence-indicating characters, and a rotatable play-indicator having the same series of characters.

3. In a game apparatus, the combination of a board having a central or terminal space, a plurality of play-spaces upon opposite sides of the central space bearing recurring series of sequence-indicating characters, a plurality of starting-spaces on opposite sides of said terminal space, a plurality of spaces upon opposite sides of the central space representing the position of the players, a plurality of movable figures representative of the players adapted to be moved from space to space upon the board, and a play-indicating device having a series of characters corresponding with the characters on the play-spaces.

4. A game apparatus, comprising a board having a central or terminal station, a plurality of independent lines dividing the board into separate play-spaces, said spaces being provided with recurring series of sequence-indicating characters, opposed stations from which the movable figures representing the players may start, stations in opposite corners of the board through which the movable figures of the players must pass, stations representing the homes of the opposed players, a movable figure for each player adapted to be moved over the surface of the board, and a play-indicating device having a series of characters corresponding with those on the play-spaces.

5. A game apparatus, comprising a board having a relatively large, central circle, a plurality of relatively small play-circles, provided with recurring series of sequence-indicating characters, circles representing starting-stations, a movable figure and a play-indicating device having characters corresponding with the characters on the play-circles.

In testimony whereof I sign this specification in the presence of two witnesses.

EUGENE H. RICHTER.

Witnesses:
H. S. SMALY,
PETER SCHWAERER.